

<b>week 16:</b>	<b>dr livingstone, i presume?</b>
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***David Livingstone travelled all over Southern Africa meeting new people, healing the sick and mapping new places. Lots of challenges were faced along the way!***

#### **Games:**

1. **Active:** Crocodile Attack

Line the Cubs up along one side of the playing area. Choose one or two Cubs to be the crocodiles (turn scarves backwards) and let them stand in the centre of the playing area. On the whistle, Cubs rush to the other side of the playing area. Anyone caught by a crocodile joins them. Repeat.

2. **Team:** Footprints

*Games Module: page 71*

3. **Relay:** Walking in the veld ...

You need one pair of stilts per Six (see *Activity module: page 28*). In relay formation the Cubs cover a given distance and back. Add some obstacles e.g. a chair for the Cubs to go around as a challenge.

4. **Circle:** Greetings

*Games Module: page 41.* Ensure that the Cubs have learnt a new language new before playing this game. If you have Cubs in your pack that speak a different language, let them teach the others. If not, choose a language relevant to your area. Let the Cubs practice and then play the game.

***The African sun is very hot as Dr Livingstone soon found out!***

5. **Revision:** Take Care

Define the playing area. Mark different points as being cap, t-shirt, sunblock, shade and something to drink. The centre of the playing area is sunbathe. Scouter calls out a point and the Cubs must run to that point and act out that precaution. When the Scouter calls out sunbathe, all the Cubs run to the centre and lie on their backs sunbathing. Last one to respond can lose a life. The Cub with the most lives left is the winner.

***Dr Livingstone saw many wonderful things that he had never seen before back in England.***

#### **Sense Training:**

1. **Sight:** Scavenger hunt

Make a list of 8 to 10 things for each Six to find (leaf, stone, something small, something starting with a g, etc...). See *Games Module: page 62* for more ideas.

2. **Touch:** Blind man's purse

*Games Module: page 55.*

***Eventually Mr Stanley found Dr Livingstone.***

**Yarn:**

**Meeting at Ujiji:**

*This yarn is taken directly from the "Childcraft" series of books – Volume 13 page 137*

"Find Livingstone!"

It sounded straightforward enough. The year was 1869 and Henry Stanley, who worked for a New York newspaper, had been told to go to Africa. His task was to look for a man called David Livingstone. He could have as much money and equipment as he needed for the journey – but he had to succeed.

But finding Livingstone was not easy.

Dr David Livingstone was a very famous man in Britain, although he hadn't lived there for many years. He had worked in Central Africa as a doctor and missionary, helping sick people and teaching Christianity. He had also explored huge areas of Africa where no European had ever been before. But now he seemed to have vanished and many people believed he was dead.

Henry Stanley prepared carefully for his trip. He took with him six tonnes of supplies – including an enamel bath and a Persian carpet! All this needed over 200 men to carry it.

The journey was terrible. At one time, the party had to wade through a swamp where mud came up to their necks. Another time, Stanley was attacked by a crocodile. He became weak with fever, but still he trudged on.

At last Stanley reached Ujiji, the village from which news of Livingstone had also been heard. In the middle of the village stood the man they'd been looking for. Henry Stanley stepped forward, lifted his hat and spoke the famous words:

"Dr Livingstone, I presume?"

***Dr Livingstone had to make sure the British flag was flying high wherever he went.***

**Craft/Activity:**

1. **Activity:** Flag

Prepare, hoist, break and lower the flag correctly. Using the sheetbend, join the flag to the halyard. Ensure the Cubs know the sheetbend before doing this activity. An idea to teach the Cubs the correct way to fold the flag is to get a sheet of newspaper and a long length of string for each Cub. Stick/staple the string down the left side of the paper, and use this as a practice flag – Cubs can also take this home to practice. This is an ongoing activity and will need to be revised over the next couple of weeks.

***Lots of snakes are found in Africa.***

2. **Handcraft:** Spiral Snake

Cubs not working on the flag activity can make this spiral snake instead.

Spiral snake template and instructions:

<http://www.dltkids.com/animals/mspiralsnake.htm>

***Livingstone searched for African rivers that could be navigated by boat.***

Make a bottle cap or matchbox boat – *Activity Module: page 26*

***It must have been interesting to explore jungles and rivers which had never been explored before.***

**Singing / Play Acting:**

1. **Singing:** Baloo came over the Mountain.  
(Change words to "Livingstone went into the jungle").

*Singing Module: page 37*

2. **Playacting:** Greeting a new friend

In pairs, the Cubs act out meeting a friend, saying hello, giving a present, saying thank you and then goodbye and leaving (all this is done in the new language they have learnt).

**Advancement covered:**

**New Chum Activity:**

**Do your best:** Discuss with the Cubs what is meant by these words, not only at Cubs but in their everyday lives too. Then complete *Do your Best – Games Module: page 21*.

**Silver Wolf:**

*Communication:* Learn to say hello, goodbye and thank you in another language and teach them to your Leader/Pack. **(Game and Playacting)**

*Awareness Challenge – Healthy Body:* Know how to look after yourself when you are outdoors and active on a sunny day. **(Game)**

**Gold Wolf:**

**Flags and Country:** Prepare, hoist, break and lower the flag correctly and using a sheetbend, join the flag to the halyard. **(Activity)**